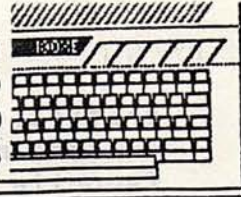


W.A.C.O. PRINTOUT



#27, JUNE, 1987

DATELINE BUFFALO, APRIL 25

User groups from Michigan to Canada to North Huntingdon sold their club disks, newsletters, and catalogs here, but the word that was on the lips of many visitors was "emulator."

Darek Mihocka, a 20 year old computer whiz kid pioneer who had proved to the world that the impossible could be done in creating an 8-bit emulator for the ST, was thousands of miles away. Three copies of the fruits of his year long toil were present, however, thanks to WACO and GAG, who ran programs from their 8-bit libraries on their ST's. The third party group chickened out, however, because they were using equipment borrowed from Atari. Both clubs were sworn not to distribute any copies of the program but only exercised their freedom of speech and press to announce its existence. (WACO had to even deny Atari's request for a copy of the program but instead told Atari to view the copy that had been sent to California by its author.) A lengthy debate between WACO representatives and Atari personnel ensued, and by the time the smoke cleared, it was evident that the shock waves would reach all the way back to Sunnyvale.

The dedicated WACO delegation went without sleep for 24 hours in order to run a booth at the show. Their meager expense account didn't allow anything for motels. "Why would anyone want to run 8-bit software on an ST?" one skeptical Atari official scoffed. "The ST is so much more user friendly." Atari officials declined an invitation to watch a demo of 8-bit drawings appearing on an ST screen, but if they had, they might have been amazed to hear so many 8-bit owners stopping by to say that they would buy ST's as soon as Atari releases a finished emulator.

(One area Atari dealer

reported that so many customers have asked him over the past couple years if there was any way they could run their 8-bit software if they would buy an ST. The Atari company just does not understand that the typical 8-bit Atari owner is reluctant to think he has wasted his money on 8-bit so he holds off buying an ST no matter how much better he know the ST is. ST dealers are complaining that the ST has just about saturated its available market. Darek's emulator is possibly the key to open up that loyal old 8-bit market to the ST, but we've heard comments that Atari "sits in an ivory tower" or is "out of touch with reality." As an example of this, one Atari spokesperson even told WACO that the company still expects to get Ataris into the public schools. This is naive because almost all schools own Apple software, and they aren't going to buy anything that won't run all that software.

Many new textbooks include supplementary materials on Apple-only disks. Most of the educational software listed in catalogs sent to teachers is in Apple format. Only computers that run Apple software will be purchased for schools. Ironically, Darek created the answer to that with his Apple 6502 emulator which doesn't seem to interest the company either. Neither does Atari understand how much stress has been placed upon user groups because of the total incompatibility of 8 and 16 bit. Even though the compatibility offered by this emulator is more symbolic than practical, it is better than nothing at all. An emulator is not a clone, however, and has to run much slower because it is translating so much. Admittedly, the translator, as of this writing, is still turtle-like slow, but player missiles will be added so a speedup is essential. Just the fact that it can be done at all is mindboggling. Of course, Atari personnel tried to discourage inquiries about an emulator by pointing out that it could never drive a printer or a modem. Naturally nobody would because these are applications where speed is

critical, but there are times when someone might want to boot up a favorite old piece of software without going to the trouble of turning on a whole different computer system.)

As the day passed, Atari spokespersons seemed confused over the status of the 8-bit translator disk which was at the heart of the emulator controversy. Atari once gave the translator disk to user groups to solve a compatibility problem that occurred when the XL operating system was introduced, allowing an XL to be an old 800. The common belief was that the translator disk was public domain, but now Atari claims it isn't, a case of ex post facto (after the fact). Believing that the translator was public domain, Darek extracted the 800 code from it. (Anyone can extract the OS code from his 800 machine to disk with a program which is in user group libraries, a practice which Atari suddenly contends is now piracy.) Then when he posted a demo of his first emulator on BBS's to let the world see what he was doing, he also uploaded the OS extracted from the translator disk. That was a "no-no" according to Atari which screamed "piracy." Darek felt that Atari was threatening him with a lawsuit, but Atari personnel at the show denied this. The whole question seemed moot, however, when WACO used a program from its own archives called FIXXL which is a public domain translator. (The program is even advertised in ANTIC magazine's catalog as public domain, but Atari never questioned it before.) According to one legal opinion, something that has been in the public domain cannot be "unpublic-domained." Furthermore, Darek received permission to use the Newill Fastchip to speed up his emulator. WACO representatives felt they had done nothing wrong because they weren't using the disputed translator disk, and at one point during the debate they

called Atari an "Indian-giver" and disgustedly offered to return the translator disk to Atari.

Atari must realize that its credibility is on the line with user groups. Frequently it has raised the expectations of consumers, only to disappoint them by not delivering promised products. It has earned a reputation as the "vaporware" company. Atari has praised its user groups as the most dedicated of all computer groups, but they are perhaps the most sensitive. As in a love affair, there is a narrow dividing line between love and hate, and if Atarians are frustrated in their perceived need for an emulator, their enthusiasm and support will quickly wither. Atari owners are irate, and WACO delivered the message loudly and clearly. They also offered Atari equal time to respond with a rebuttal to the pro-emulator editorial which appeared in the last PRINTOUT. Copies of the editorial were handed to Atari...

Young programmers like Darek need to be encouraged. The issue here is not one of piracy but of artistic freedom. If programmers aren't free to create new utilities for the benefit of the whole Atari community because they feel threatened by the corporate giants, then pioneer efforts motivated by fame rather than money will evaporate, and everybody loses.

The biggest disappointment of the show was that the Mega ST was nowhere to be seen, but one source said there are only three prototypes, and they were needed elsewhere for some reason... One visitor observed Atari personnel removing the Blitter chips from the machines at the end of the day because they are still so rare. The visitor was jokingly offered a million dollars if he could locate a Blitter chip. He answered by saying that he knew someone who had just returned from England and had seen the Blitter there. The offer was quickly revoked! The Megs, still under development, are now supposed to be available by late summer. If

they aren't, we regret to say that future announcements by Atari won't be taken seriously. Meanwhile, a laser printer connected to a 1040 did eventually turn out some demo printouts at the show. (There is no reason why a 1040 can't be upgraded to two meg if an owner wants to get a laser, but who knows when the fabled Blitter chip upgrade kits will ever be available? Atarians can't live forever on promises.)

After all the hoopla and great expectations, Atari and Commodore have settled their differences out of court with part of the agreement being that neither side would release details of the settlement. In other words, Commodore didn't have to admit it did anything wrong, and the speculation is that Atari took the money (instead of the Amiga chips) and ran. Atari staff members claim they can't even find out details of the settlement.

Don't expect to see the 1200 baud modem for awhile, reportedly because Atari still has too many 300 baud models to sell off first. Atarians are complaining because it isn't compatible with anything else and doesn't include any software to run it. Avatex, reputed to be the supplier of the 1200 baud modem for Atari, will

now sell many units under its own name, but the HC models are the recommended buys because they are Hayes compatible.

The ST Xformer: the first and only 8 bit emulator for the ST

BATTLE CRUISER

by SSI

WWI and WWII Surface Naval Combat

Review by Tim Enright

SSI has been good enough to let WACO review yet another of its new wargames. "Battle Cruiser" is the type of game that anyone can have a good time playing, even if they're not regular wargamers. SSI rates this as an "advanced" game, but it is friendly enough that even a rank amateur can jump right in and enjoy himself (though he stands a good chance of watching the finish of the game from the ocean floor). It is designed to let you re-fight WWI or WWII surface ship battles in the Atlantic Ocean. This means you won't find Japanese or American ships, nor are airplanes or submarines available in the game. What you do have is an action-packed game that lets you slug it out with the big ships without having to worry about what's going on in the rest of the war. Here's a game that focuses on one specific section of naval combat so those who enjoy tactical naval combat can savor a game made just for them.

The basic game map is a 60x60 grid with each square representing 1000 yards. You have the option to shoot it out on the open sea or construct a custom map with land masses. Each action segment is 2 minutes, and game length runs from 1 to 4 hours (extendable in 30 minute increments). Real-life playing time is 30 minutes to 2 hours. The game can be played by one or two players, or you can sit back and watch the computer play itself. 4 historical scenarios are included from both WWI and WWII, and you may also design your own battles. You can even design your own ships!! Let me tell you, there's nothing like showing up for a battle in a ship you've designed yourself - talk about the winning edge!

I suppose you'd like to know what this game has to offer and what it's like to play. Fair enough. I have to fill the rest of this page with something. "Battle Cruiser" most resembles "Fletcher Pratt's Naval War Game" which, in my eyes, was still the standard in naval war games until the advent of war games on the home computer. The old style naval war games required a large floor (say, a small gymnasium), model ships, and a good eye for estimating ranges. Night combat was simulated by turning out the lights and using pencil flashlights. They were pretty realistic, but a lot of work to organize and referee. "Battle Cruiser" gives you all the features of the naval war games using individual ship models, while adding the accuracy, memory, and fairness that only a computer can provide as a referee. Let me try to cover most of the features of this detailed simulation for you.

The players can set up the scenario using a wide range of options. You can design the battle area (open sea, or with land masses), set the time of day (which affects visibility), set the date (determining which ships are available for use), set game length, select a handicap to place on a stronger player, select the type of action to be fought (5 basic types are available), and select the size of the battle (which determines how many ships each side may have, using a point system based on the size of each type of ship). There are over 150 different ship types available in the game, though you are limited to ships of your nation and to ships available in the year the combat is being fought. Each player can have a maximum of 20 ships in a scenario.

The ships may be moved individually, or as "divisions". This is done by setting the speed and course. The computer takes it from there, even accounting for the time it takes to get up to speed, slow down, or execute a turn (all of which is affected by the type of ship, mode, and damage). The game runs itself in what is called the "action phase" until you break in to enter the "orders phase". The "orders phase" is where you get to make your decisions. You decide your firing option (hold fire, fire guns, fire torpedoes, fire both), speed, course, formation and target. You can also examine each ship to check its data, including its weapons, damage taken, and the current status of all the decisions you made previously. You can also decide to "make smoke", or look for targets using visual or radar fire control, depending on the type of ship you have.

Gunfire, torpedoes, and damage take up several pages of detailed formulas. Gunfire considers the target speed and turns, firing ship's speed and turns, additional ships firing at the target, whether or not the ships firing are "ranged in", visibility, type of fire control (visual or radar), weapon facing. Naturally, the computer keeps track of the amount of ammunition available. Shells can hit the various areas of the target, like "deck" or "primary turret". The effect of each hit depends on the shell size, range of the gun firing, the armor on the area taking the hit, and the penetration rating of the gun firing. Damage, some of which may be repaired during the game, causes fires, flooding, loss of steering and speed, damage to various ship systems, and explosions. There is a points system for determining the winner of each scenario (I ignore this and fight to the death - second place is the pits in a wargame!).

This game is a lot of fun, and easy to learn. It takes a while to become an "expert", but the game wouldn't be worth owning if that weren't true. My favorite part is being able to design the scenario and creating custom ships. This alone makes the game worth owning. I hope all future wargames include these features. Since it can be played in one sitting, it is one game you will play over and over again. Designed by veteran designer, Gary Grigsby. Try it.

Phantasie II

SSI

Reviewed by Don Miller

Late in 1973, I became aware of a type of game vastly different than the board games and miniature figure simulations I had played for a decade: early in 1974 I became the first retailer in this region of the first major role-playing game, Dungeons & Dragons®. By 1979, after 6 to 12 hours per week of this type of gaming, I was one of the first retailers to get out of the role-playing business.

This preamble is to prepare you for a certain lack of enthusiasm for PHANTASIE II, one of the latest Strategic Simulations, Inc., efforts and a sequel to their PHANTASIE game for the Atari 520 ST. My complaint is not with SSI per se, but with the limitations of computer gaming.

The hardest part of role-playing is finding an acceptable dungeon master. A good "DM" must be neither too easy nor too hard; knowledgeable of the rules that frame the play but aware that the framework is a statue's skeleton and not a character's cage; and capable of maintaining his "world" while compromising on a player's complaint. My major problem was that I was the only person willing to read the volumes of rules generated by the fan(at)ics in charge of Tactical Studies Rules, Inc., and so, even if I were playing, I had to do all of the chart look-ups and data searches. About the time I OD'd on DM'ing, Radio Shack brought out its Model I and personal computing took a quantum leap. What a tool, I thought; here's a table-looker that won't get bored! Wrong, as usual.

The first "adventure" games for the personal computer were the paragraph type, easy to map and with limited vocabularies. Usually the hardest part was guessing what cute word the programmer had used for the final lock. The next series were still paragraphs but the parsers were much better, and a synonym table reduced much of the irritation against the programmer. Then came graphics! You could see the rooms. The figures were blocks or letters, but the mechanics were more fun. You could tell that there was a

corner nearby, or a long blank wall that might hold a secret door, or have a choice of an altar or a glowing pool at equal distances. Solitaire gaming was on.

Except that you weren't playing solitaire: it was you versus the programmer's whims. At least in arcade type games there is a large element of chance that keeps the games changing: in face to face games your opponents or DM vary their style minute to minute: but in computer adventure games the map is always the same, and once you psych out the programmer's biases, you know how to beat the game every time.

Take, for instance, PHANTASIE (at last). The day before the computer fair last fall, I was handed the game to use as a demo, without noticing that the rule book was not in the box. I had little trouble booting the program, and away we went. After a few resurrections, I discovered that a party of less than 6 was in almost immediate trouble. Shortly thereafter I worked out that some spells affected more than 1 monster. Approximately 10 playing hours after that first boot, I took a party onto the second level and returned with some thousands of treasure and tens of thousands of experience points, and no deaths. PHANTASIE II continues the adventure, if you wish, but it warns you that transferring characters is detrimental to their values. Starting new characters probably is easier, if more time consuming. In 5 hours of playing time, I had 6 characters of level 7 or better, 3 dead characters, and a map of the outer (material) world with 1 complete dungeon and 2 dungeons 1/3 to 1/2 mapped. 4 more hours (resulting in a grand total of 7 years of game time) brought about a map of the first Netherworld level, with 1 complete dungeon and 1/4 of a second. I had to resurrect my wizard twice on this level, but had no other deaths.

Once again, the game is wearing thin. In one battle, my characters slew 2 adult and 4 young green dragons with the expenditure of 9 magic points, while carrying 17 magic potions and 18 healing potions; each has magic armor and a "plus" weapon. Zzzz.

SSI has a good campaign set up: 4 levels

with multiple screens on each. The screen graphics are quite like 8-bit graphics but the characters, monsters, and towns are much better. The rule book is better than some of the role-playing sets, concise and helpful. At several points a printout is available, for clarity or history. Unfortunately, they have taken a step back on the mechanics.

When generating a character, you can not see the statistics until you have chosen the race and class; you can't change a wizard with strength 18 and intelligence 8 into a fighter, only purge him. Characters can only be outfitted with 9 items, of any weight; but on campaign an unlimited number of items can be picked up, including dead adventurers (with one dwarf carrying 5 bodies and all their gear in PHANTASIE). There are no missile weapons except for "toss rock"; the only battle order is everyone in the front line; you can not change weapons outside a town (!) nor use a potion in battle; these result in a very high mortality rate for wizards. Wizards can not pick their target; they usually hit the top left monster with unitary spells.

For a high score, you generate 6 characters, move to the easy dungeon near the starting town, and begin to rip it off. As long as you don't save the dungeon, the treasures are always there, so when you find a chest giving out silver bars, you just keep coming back (you won't find this in the closest dungeon). As a low-level group, you fight 1 battle, then head back to town to recuperate and advance; you will probably have more battles before you reach town but will still be healthy enough to survive them. As you advance, you search the map (it doesn't scroll like the SSI war games but jumps from sector to sector as you reach the edge) and find harder dungeons to plunder. Higher level parties can withstand more battles before heading to a town but discretion is advised: each resurrection cuts into constitution. Give more shares to your wizard as magic is extremely potent (I had a tenth-level wizard destroy a fire elemental with 3 Fireflash III's and a little help from his friends). And be prepared to spend a lot of time sitting and clicking.

Incidentally, SSI is using a new protect scheme, asking questions about the rules, with the page number of the answer! I don't think I have to be too much of a wizard to say that you'll be seeing more of this type of copy guard. I won't be seeing much of it in this game, however, as a repeat play is a stuck phonograph needle for me.

A Better Protection Scheme

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The latest copy protection scheme is to enclose questions from the rulebook in the game, halting play if you don't have the answer. Since you may make as many copies of the program as you wish, this eliminates the excuse that you need to make backup copies of the software master. This will help prevent piracy by many people, who are ethical if not pushed too hard, but will greatly affect the hard-core pirates. Why blanch at photocopy piracy if you are committing software piracy?

My enhancement is to base the questions on the colorful art that all software companies use. How many pirates would be willing to pay \$1.50 each for full-color copies of the rulebook cover, box top, and box edges? How many secondary copies could be made before the vext on the fighter on the right turns green, while the game is looking for the answer "blue"?

Please spread this idea as much as possible, including my copyright notice each time you reprint or upload it. Before you sneer "Why should I help him become rich and famous for an idea that will hinder me?", remember: any company wanting to use this scheme will have to obtain rights for it from me if I get recognition as the holder; if they do not, they may have to replace all copies including the scheme with ones absent it. Surely I am not the only one to think this scheme. Let's try to keep control of it out of the hands of the bean counters.

***** CeBit 1987 *****

A special report

Michael Schuetz - A.U.C. Brainwave

Hannover, West Germany, March 4th, 1987.

The CeBit Europe's biggest Computer Show opens. Everybody who has a name in Computer business is here. Apple presents their DM 20.000,-- computer "Aladin", Commodore presents on a "world premier" their newest PC 40 and the two new Amigas 500 & 2000.

But one of the most crowded booths is the huge Atari booth again. There Atari presents all the things which had been shown in Chicago earlier this year..

In one corner two Atari PC's, one with a colour the other with a monochrome monitor, were shown.

At another corner you could take a closer look at the new Mega ST's with either one, two or four Megabyte. These consist of two components (three with monitor) namely a separate professional cherry keyboard (at last !!!) and a huge case, which fits directly under a monitor. This case contains the Mega's mother board, power supply and a double sided 3 1/2" disk drive.

Also the two Mega ST's shown in Hannover did not already have the new Blitter chip inside, an Atari official said, that when the Megs will be sold in the middle of 1987, all would contain this chip. He also told us that there also will be Blitter upgrade-boards available for all existing ST models on the market. Another additional feature of the new Megs is a battery-buffered clock. So no more clock setting after power-up. These ST's will keep the exact time even while turned off. On the back of this case there are all the necessary connections already known from the old ST's plus one for the keyboard. The prices for the Mega ST's will be as followed:

Mega ST 1 around DM 2.500,--

Mega ST 2 around DM 3.000,--

Mega ST 4 around DM 4.000,--

Atari also presented a new 20 Megabyte harddisk (SH205) which sits in a similar casing as the Mega's motherboard, being also a nice place to put your monitor on.

Also shown was Atari's first laser printer, the SLN. The Atari Laser printer is different (oh really ?) from other laser printers. Usually these have their own processor (mostly a 68000), a lot of RAM and different font-cartridges. Well, Atari uses the power of their ST's instead. The printer will be totally controlled by the ST computer. Since this uses up a lot of RAM the best ST's to run this printer are the ST2 and the ST4. The printer usually needs around 1 megabyte of RAM, that's why you are better off with a two or four Mega system.

One advantage of the combination ST and Atari Laser printer is the speed of time. If you use a normal Laser printer on the ST, it usually takes 8 minutes to print a page. With the Atari Laser printer and a non-Blitter ST this time will be cut down to 30 seconds while with a Blitter ST it'll only take 10 seconds.

The SLN also doesn't have any cartridges, he'll print whatever font you can create with your ST. The printing resolution is 300 dots per inch. A single SLN will cost around 3000,-- DM. There also will be a package available including a Mega ST2 and the SLN printer for DM 6.000,--.

So much about new hardware, Atari also had invited again some European software vendors to show their products at their booth. GFA demoed their already wide-spread GFA Basic with the compile and their newest programs GFA Draft and GFA vector. Also to be seen were the new 1st Word+, the Publishing Partner, MProlog and the Graphics Artist.

Shy in another corner Atari also showed off two 130 XE's running some old demos (Fuji Boink & Atari Pop demo). The only new thing Atari had to offer was the XBP 80 column card, which plugs into the joystick port. But now word when it would be available and what should be the price.

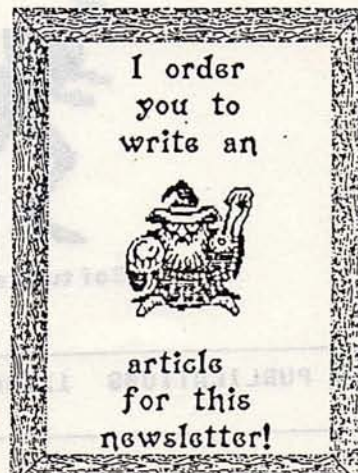
On one of the walls of the booth you could also take a look at the boards of the Mega ST and the Atari PC. On the Mega board the place of the Blitter was already filled. An Atari official also told us that the new Blitter Tos will also give you the possibility to turn the Blitter on and off, just in case you have some software that won't run with it.

Through the pamphlets available on their booth Atari also revealed some new figures for the past year. In the first half of the year Atari sold 26.000 ST computers in Germany. These are as much as IBM has sold compatibles at the same time. And during the whole year of 1986 Atari sold a total of 73.426 ST computers. In 1986 Atari Germany earned a total of 145 Million DM compared to 62 Million DM of 1985. These figures drastically show the success and the blossoming of Atari in Germany after the presentation of the ST in 1985.

But Atari is becoming more and more present in other European countries, too. So Atari has for example now also opened branches in Sweden and Spain. Interesting about Atari Sweden is that their chief Lars Moland and some of his team members are former members of Commodore Sweden. Again Traniel got back some of the men whom he knows from his days at Commodore.

Surprisingly Atari also sells computers to Eastern European countries like the CSSR and Jugoslavia. Alone in October and December Atari sold 10.000 130 XE's and 800 XL's in the CSSR.

All in all an impressive appearance in Hannover but Atari also left some questions unanswered. Will there ever be a TT ? And if yes when will it be marketed ? Will there be a long rumored hardware emulator for MS DOS after the presentation of the PC ? What about future 8-bit support ? Well, we'll have to wait and see.




```

10 REM BIT BLOCK TEXT DEMO IN GR. 11
20 REM by Don Trust
30 -----
40 EXEC SET_UP
50 -----
60 EXEC MENU:GRAPHICS 9
70 -----
80 REPEAT
90 IF D=-1:TEXT X,Y," "
100 ELSE
110 TEXT X,Y,"TEXT"
120 ENDIF
130 C=C*(C<15)+1:COLOR C
140 X=X+DX:Y=Y+DY
150 IF X=XMAX OR X=XMIN THEN DX=DX*-1
160 IF Y=YMAX OR Y=YMIN THEN DY=DY*-1
170 KEYS=INKEY$:IF KEYS<>"" THEN EXEC CHANGE
180 UNTIL THE_END_OF_TIME
190 -----
200 PROC CHANGE
210 IF KEYS="Q" THEN END
220 IF KEYS="X" THEN DX=DX*-1
230 IF KEYS="Y" THEN DY=DY*-1
240 IF KEYS="C" THEN D=D*-1
250 IF KEYS="G" THEN GRAPHICS G+32:G=G+1:IF G=12 THEN G=9
260 KEYS=""
270 ENDPROC
280 -----
290 PROC SET_UP
300 DIM KEYS(1):G=10
310 DX=1:IF RAND(100) MOD 2=0 THEN DX=DX*-1
320 DY=1:IF RAND(100) MOD 2=0 THEN DY=DY*-1
330 X=RAND(46)+2:IF X<INT(X) THEN X=X-1
340 Y=RAND(170)+2:IF Y<INT(Y) THEN Y=Y-1
350 XMAX=48:YMAX=185:YMIN=1:XMIN=1:D=1
360 ENDPROC
370 -----
380 PROC MENU
390 GRAPHICS 8:SETCOLOR 2,0,4:SETCOLOR 4,0,4:SETCOLOR 1,0,12
400 POSITION 10,5:PRINT "Graphics Demo"
410 POSITION 15,7:PRINT "Keys To use"
420 POSITION 7,9:PRINT "Q to quit"
430 POSITION 7,11:PRINT "X to change x direction"
440 POKE 752,1
450 POSITION 7,13:PRINT "Y to change Y direction"
460 POSITION 7,15:PRINT "C to change Style of drawing"
470 POSITION 7,17:PRINT "G to change graphic mode"
480 POSITION 10,22:PRINT "Press any key to Start"
490 WHILE INKEY$="" :WEND
500 POKE 752,0
510 ENDPROC
520 -----

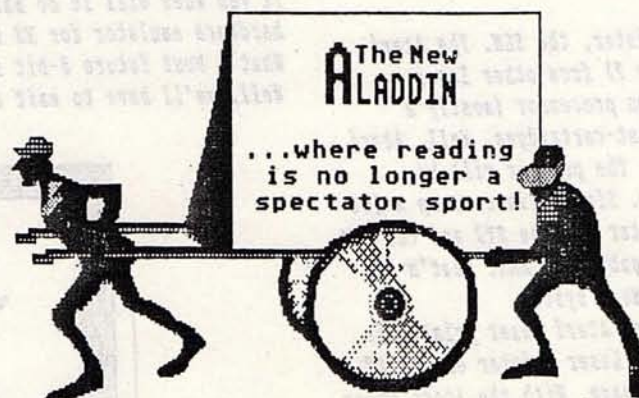
```

8 BIT GRAPHIC DEMO

```

10 REM FROM QUEENSLAND ACE
20 T.20:GR.42:POK.559,0:C=2:DATA
0,2,4,6,8,10,12,14
30 RES.1:F.X=705 TO 712:REA.A:POK.X,(
C*16)+A:N.X:POK.559,34:IF R=0 THEN F.
X=1536 TO 1562:REA.A:POK.X,A:N.X:G.80
40 G.90:D.104,162,0,172,193,2
50 D.189,194,2,157,193,2,232,224,8
60 D.144,245,140,200,2,96
70 D.65,65,65,65,65,65
80 F.Z=1 TO 10:F.X=1 TO 8:C.X:PL.
0+L,0+L:DR.79-L,0+L:DR.79-L,191-L:DR.
0+L,191-L:DR.0+L,0+L:L=L+1:N. X:N.Z
90 F.E=1 TO 31:X=USR(1536):F.T=1 TO
32:N.T:N.E:C=C+1:R=1:G.30

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Software for Atari 8-bit and ST computers



THE PRESIDENT'S PAGE



Why Not?

Hi there. Last month, some of our group represented WACO at the Atari Convention in Buffalo, New York. Our purpose for being there was to get exposure for the club, make new contacts with other user groups and hopefully sell some of our public domain software. Another reason was to show off our copy of the 8-bit emulator for the ST and get ATARI's reaction to the fact that one is under development by a third party. (You should know that ATARI originally claimed the 8-bit emulator was not feasible and is now trying to suppress this public domain version.) I missed the exchange between our people and ATARI's staff but was later informed that one of ATARI's staff said something like "Why would anyone want an emulator anyway?"

Well, here is my reaction, ATARI. Why should you ask why we users want any piece of software? How can you attempt to control how an ST is used once it is in the hands of the user? What business is it of yours if I want to use my 8-bit software on my ST in the privacy of my own home? Your business, ATARI, is to find out what I want as user and try to develop and supply these things, not to say "Why would you want that" and "It can't be done."

Why would I want an emulator? To start out with a fairly good sized library instead of starting from scratch like I did with my 800. To ease the transition to a new computer and be able to get the feel of the new machine without abandoning the old familiar one. OK, so, why not keep the old system set up when I get an ST? Well I wouldn't want to buy another printer and there's not enough room on my desk for two keyboards, two monitors etc. Besides, I could possibly sell my old system which I wouldn't want to do without the emulator. I couldn't do without some of the things I'm familiar with while spending a week or a month breaking myself in on the new machine.

Anyway, there's more to this than just the emulator; it's just another

straw on the camel's back. In last month's column, I stated that my 8-bit machine would satisfy my needs for a long time to come. I didn't say forever. Some day (I thought) I will want to buy an ST or whatever the latest model is called. Most of us developed our loyalty to our computers and the ATARI company when it was owned by Warner Communications. This was in spite of a buggy OS, a buggy DOS, a buggy BASIC and other problems. We felt that we as users were supported by ATARI. This loyalty has carried through to the new ATARI now owned by Jack. We expected greater things from him. Our experience over the past year makes me wonder whether my next machine should be an ATARI. Or should I look for another brand whose manufacturer has a reputation of continued user support.?

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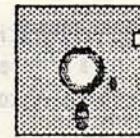
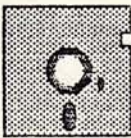
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DOCS on side 2

SIDE TWO - TEXTPRO WORD PROCESSING PROGRAM. This WP has more features than ATARIWRITER+ at one tenth
the price. Has to be the best software bargain of the year.

Though we didn't have time at the Buffalo show to ask Niel Harris his opinion about the emulator, we doubt if he would have said anything differently from his public statement at the Denver show: "... you can just go out and buy a 65XE and 1050 drive and run all the eight bit software you want for a lot less than what an emulator would cost you. There is someone who is fooling around with a software emulator that emulates eight bit Basic but there is no way you can emulate the graphics chips in software; that has to be done in hardware. At that point you're talking about a board that will cost at least \$100.00, and then you would have to add the cost of a 5 1/4 inch disk drive to go with it".

We really wish Niel would have visited our booth at the show to see eight bit pictures drawn on the ST monitor. WACO is probably the first user group in the country to already have ported 1000K of it's public domain programs over to the 3 1/2 inch ST format disks. That is easy to do with a null cable so why do you suggest, Niel, that anyone would have to buy any extra 5 1/4 inch drive other than what he already owns? It's really a thrill to put a hundred eight bit files on one ST double sided disk. (Meanwhile, Atari has axed plans to market the 3 1/2 inch drive for eight bit software because software companies balked at putting their programs in that new format.)

Petitions are being sent to Atari to show that there is more interest in the emulator than Atari wants to admit in hopes that the company will support it.

Joy Stick Tester

```
2 GRAPHICS 3:POKE 752,1:GOTO 999
5 A=24:B=14:GOTO 200
6 A=24:B=6:GOTO 200
7 A=25:B=10:GOTO 200
9 A=16:B=14:GOTO 200
10 A=16:B=6:GOTO 200
11 A=15:B=10:GOTO 200
13 A=20:B=15:GOTO 200
14 A=20:B=5:GOTO 200
15 A=20:B=10
200 IF C<>A OR D<>B THEN COLOR 4:DRA
WTO 20,10:COLOR 2:DRAWTO A,B
230 COLOR 3:PLOT 20,10:PLOT A,B
300 POKE 712,66-STRIG(0)*66
500 POKE 656,1:POKE 657,5
510 ? "STICK(0)=";STICK(0)
520 ? "STRIG(0)=";STRIG(0)
540 IF PEEK(764)<>255 THEN POKE 764,
255:RUN
999 C=A:D=B:GOTO STICK(0)
```

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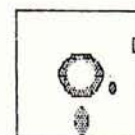
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